

SLIM CLIENT GAMING SYSTEM

ABSTRACT OF THE DISCLOSURE

A computer gaming system and method of
5 operation thereof are provided that both
drastically reduce the cost of gaming stations and
allow contemporaneous access to multiple game
programs from a single gaming station. The
computer gaming system of the present invention
10 allows for transparent modifications and upgrades
to the gaming programs by executing gaming programs
on a server/host computer connected to a plurality
of client/terminal computers via communication
pathways. Each client/terminal computer comprises
15 a client/terminal program that allows input and
output streams of the gaming program executed on
the server/host computer to be separated and
redirected to the client/terminal computers. Since
the gaming programs are executed entirely on the
20 server/host computer, with only wagering input and
display output operations being executed on the
client/terminal computers, the cost of the hardware
and software required for each client/terminal
computer is greatly reduced. A patron of a
25 client/terminal computer can access any of the
gaming programs executed on the server/host
computer. Modifications and upgrades of the gaming
programs only need to be performed on the
server/host computer. By using a stereo head-
30 mounted display together with a joystick input
device and wireless communication pathways, the
present invention allows a patron to participate in
a mobile gaming environment.

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